



SIBERIAN DICE

an ancient game of the indigenous people of Siberia



2 players 15 minutes adults

Being invented in a remote place and evolved for centuries in complete cultural isolation this game has no analogues in the western world of board gaming. A handful of regular cubical dice and a few clear sentences of rules apprehensible for a kid create an absolutely alien game that compares in strategic depth with the best classical western games.

Countless generations of Siberian people were considering this game a lesson how to overcome Luck with Skill; and referred to it as "infinite source of wisdom".

TRIGGER-WARNING

The game presents an intellectual challenge and elements of utter mathematical elegance, which may be triggering to some players or spectators. Also it may encourage a competition, which may appear offensive to easily offendable audience.

<http://siberiandice.com>
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CORE DEFINITION

A die is **perfect** when the number of pips on the face of the die equals the number of dice neighboring it, regardless of those dice ownership and pips on them.

The example figure shows a part of a board with 6 dice. The dice *five* and *three* are perfect, other dice are not. The dice *one* and *two* are not perfect, because they have more neighbors than needed for perfection.

Perfection status is not permanent. If now we move the die *one* to the position "X", then the die *five* goes regular, while the dice *two*, *four* and *one* itself (at its destination) become perfect.



SETUP

Initially the board is empty. Each player holds 12 cubical dice of a distinctive colour (first player owns blue dice, second player owns red dice).

MOVEMENT

Players take alternating turns. Each turn you must roll one of your own dice and then place it in any vacant hex on the board rolled face up. You may choose either to take the moving die from the hand or from the board. Thus, the board is getting filled, and some dice become perfect.

OBJECTIVE

Get six or more of your dice perfect before your opponent does the same. A game may end in a draw and not necessarily ends by the winner's move.

Manipulating their own dice only, players affect the perfection of opponent's dice as well, that creates a collision.

It is practically impossible to achieve your goal without exploiting the opponent's dice, this inconvenient fact intensifies the collision further still.



SIBERIAN DICE

advanced game variants



12+

2-3 players 35 minutes adults

Although the original game is very sophisticated and guarantees you many years of learning, some improvements are possible still. PRIMES makes the game more serious. STRATEGIC and GROSSMEISTER reduce the luck factor and emphasize the strategic depth of the core game. PURITY is designed for purists who just hate any amount of luck in a game.

All the presented variants are built upon the BASIC game (which is described on the first page) – each variant consists of a slight modification to the rules the rest of the game mechanics remains intact.

Some of these variants can be combined.

3-Players

All variants of the game can be played with 3 players, in this case each player owns 9 dice for all game variants except for STRATEGIC which requires 10 dice (because one die always stuck off board).

PRIMES

Each player holds 13 dice, and the objective is to achieve perfection of 7 or more dice.

This variant makes a game slightly less luck dependent, significantly longer and more fulfilling.

STRATEGIC

Players observe the next dice-roll one turn ahead.

Before the game starts you must roll one of your dice, and put it onto the table rolled face up -- this is your indicator. On each subsequent move a die chosen for rolling becomes the indicator, and the indicator moves on the board. The sequence of actions within a move is unchanged: first you decide which die to roll, then roll it, see the outcome, and then you take the indicator and put it on the board. The newly rolled die becomes the indicator.

STRATEGIC can be played with the PRIMES and BASIC objectives as well, and you need one extra die to play it either way.

GROSSMEISTER

This variant gives you plenty of information to make well crafted moves. It is played with PRIMES.

Before the first move, you must roll all your dice one-by-one, thus creating the sequence of dice, and display it on the table. During the main phase of the game, if you decide to remove a die from the board, you must roll it and put it to the tail of your sequence, otherwise you do not roll anything and proceed to the dice placement phase of your move. For dice placement you take a die from the head of your sequence without rolling it.

PURITY

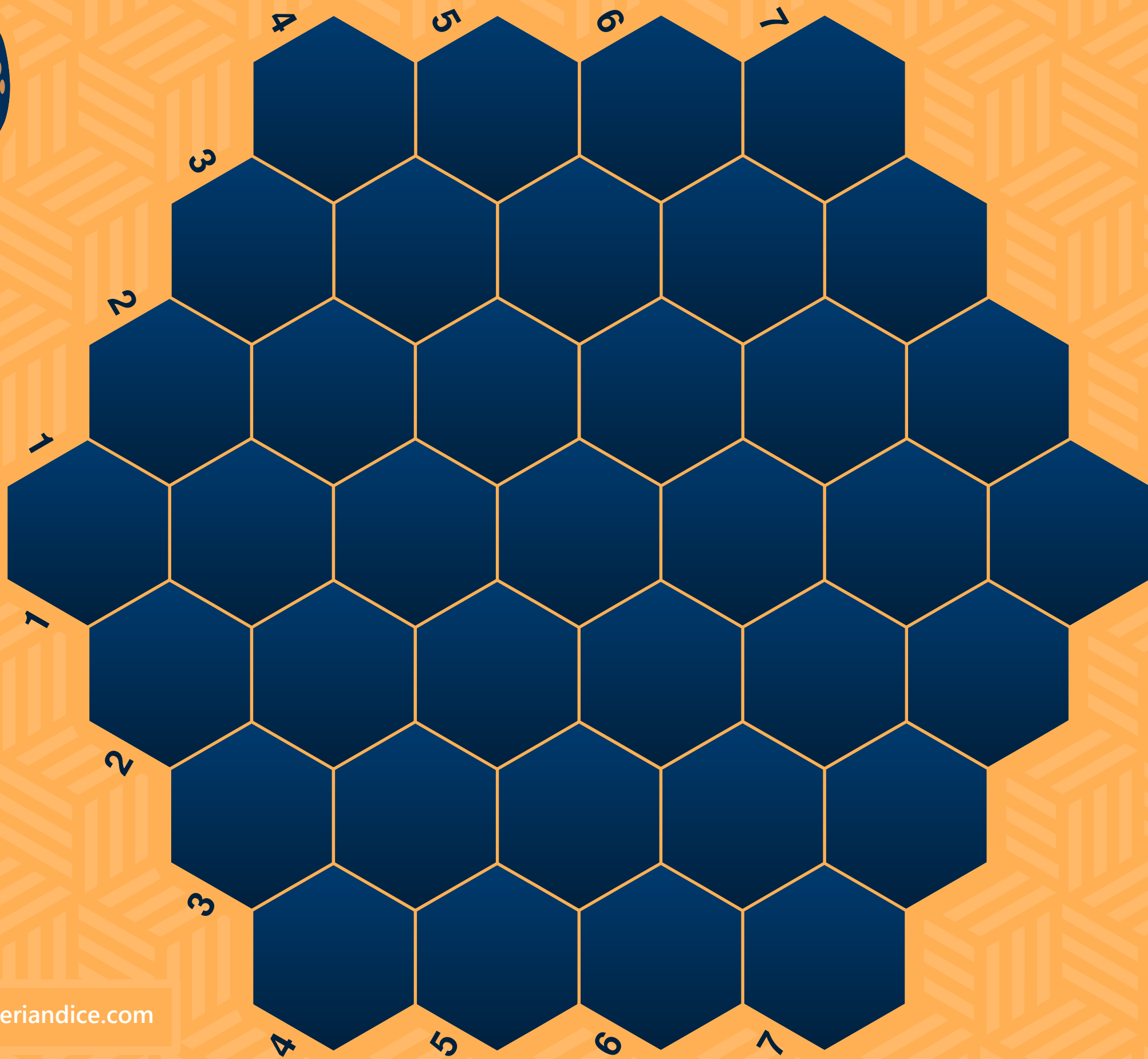
All die rolls are determined in advance. Before the first move, players negotiate the length of the game and then write down a sufficiently long sequence of dice rolls. The game proceeds normally, but instead of rolling a die each player uses the first number from the written sequence and strikes it out. If the sequence is exhausted it is a draw.



		4	5	6	7			
		31	42	53	64	75		
	2	21	32	43	54	65	76	
1	1	11	22	33	44	55	66	77
	2	12	23	34	45	56	67	
	3	13	24	35	46	57		
	4	14	25	36	47			
		4	5	6	7			

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